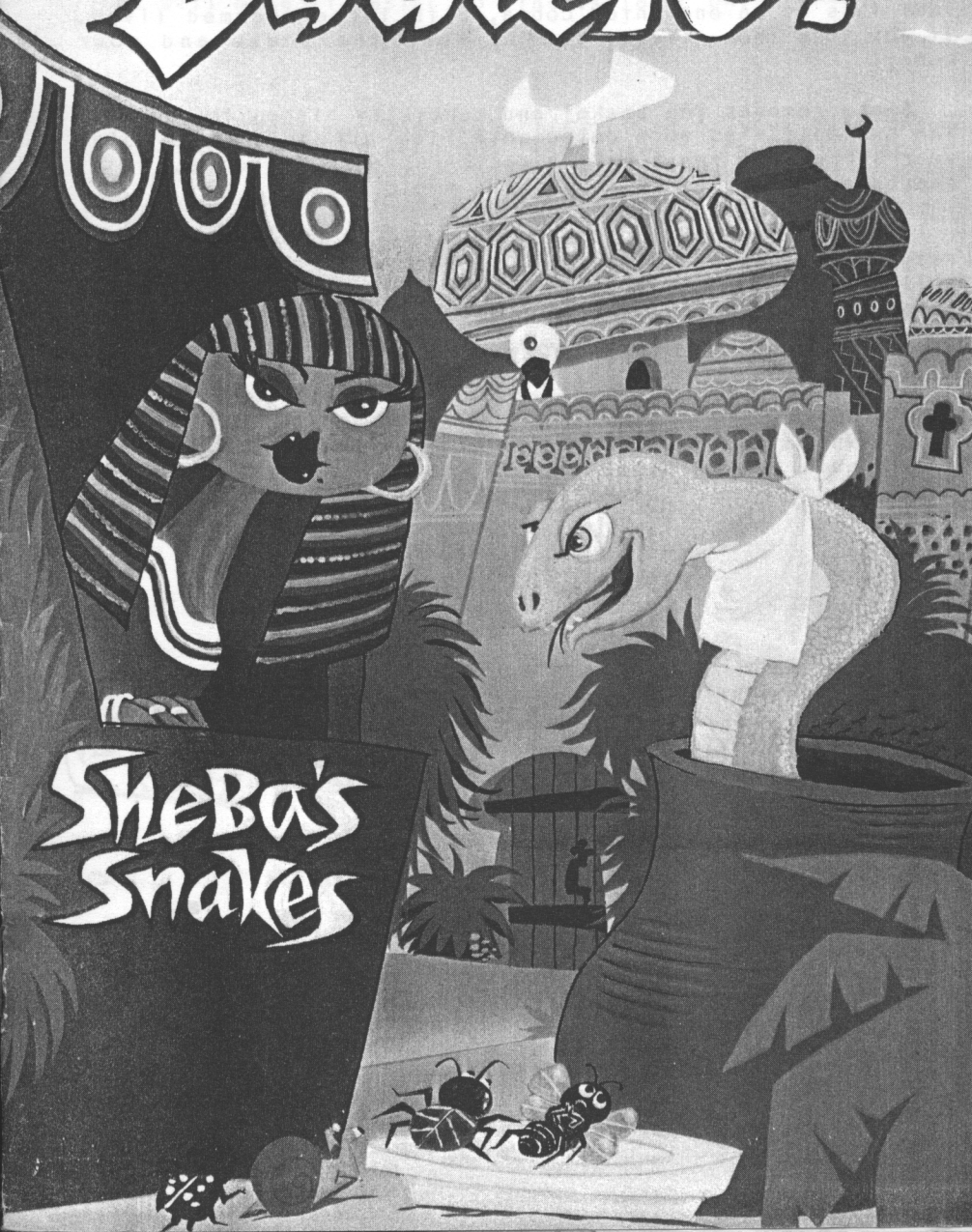


Guess What's Coming to Dinner?



GUESS WHAT'S COMING TO DINNER

WOW! You have just entered a bazaar and met Sheba. The infamous snake seller has FINALLY agreed to sell her prized cobra to you if you prove to her that you can charm and feed your new pet.

The snake is yours IF you don't poison him, electrocute him, starve him to death or kill him with his own venom. As Sheba places the snake basket in the pit, she confesses that this is an enchanted cobra, with three charmed lives. If you lose these lives, she'll keep the snake and your money!

Sheba removes the basket and carefully places the food in the snakepit. As each delectable item appears, you guide your serpent to feast on the delicious ants, spiders, eggs, ladybugs, flies, and finally on a magic frog.

When your cobra has consumed the magic frog, Sheba returns the basket to the pit. Safety at last! Sheba just smiles, for she has devised SEVEN pits for you to master before the snake is yours forever!

So begin!



REQUIREMENTS

16K of memory - Cassette Version
32K of memory - Disk Version
BASIC program cartridge
1 or 2 Joysticks

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HOW TO LOAD

TAPE....

With the BASIC Cartridge in place, turn on the computer. Place the tape in your recorder, label side up. Make sure the tape is rewound, and reset the counter to zero. Push PLAY on the recorder, type CLOAD and press RETURN. If the program won't start to load, try positioning the tape forward or backwards a little. We recommend you write down the number on your recorder's counter as the program starts, this will make it easier to find it later on.

DISK....

To load and run the disk, first turn on your disk drive. When the busy light goes out, place the disk in the drive. Now turn on the computer, with the BASIC Cartridge in place and the program will load and run by itself.

THE TWO PLAYER GAME

If you have a friend who would also like a pet cobra, press the OPTION key before you start the game to change from 1 player to 2.

Whenever one player gets the cobra back to the basket or if a charmed life is lost, the other player may then try to charm Sheba's snake.



CHOOSE YOUR LEVEL

If you REALLY want to impress Sheba with your skills, you may choose to begin in a more difficult pit. Press the SELECT key to change pits before the start of a game. Remember, in the more difficult pits there are more barriers and the food doesn't stay in the pit as long. Of course, Sheba is greatly impressed with anyone who can control the cobra in the most dangerous pits.

THE GAME BEGINS

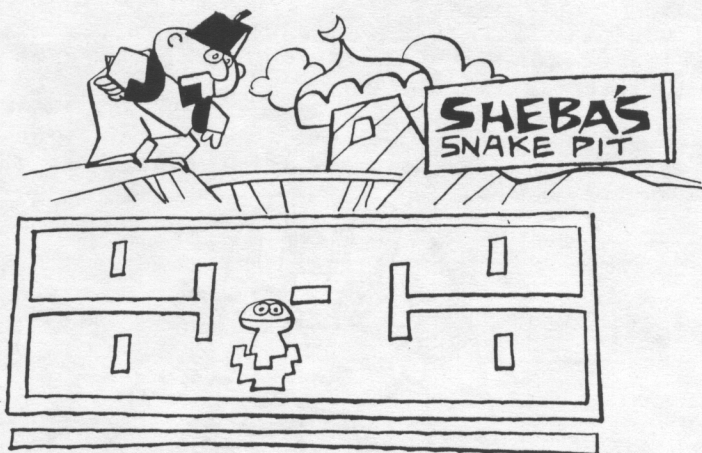
Sheba sets the basket in the pit and cautions you that the blue walls are charged with electricity. With your joystick plugged into port #1, move your hands gracefully over the handle and coax the snake to the food.

Chuckling to herself, Sheba warns some of the food is poisoned. "Don't let him eat anything dark purple."

Concentrate! You'll lose one of your snake's three charmed lives if he touches a wall or barrier -- or if he bites himself.

Keep the cobra healthy by consecutively catching his prey. If he misses two pieces of food in a row, he'll turn a sickly yellow color. Miss one more and he'll starve and lose another charmed life.

The more you can coax the snake to eat, the longer he'll grow, and Sheba will be impressed. Truly, you will be a charmer worthy of the name!



Sheba draws your attention to the messages at the bottom of the pit. The "P" tells you which player is controlling the cobra. The "SNAKE" tells you how many of the three charmed lives are left. The "LEV" tells you how dangerous the pit you are in is.

When your snake has eaten five pieces of food in a row, the magic frog will appear. If your trusty serpent catches the frog before he hops away, Sheba will place the basket in the pit. You may enter from above or below, but you must enter the center of the basket. The basket is your entrance way to a more dangerous pit. If you wish, you may ignore the basket and guide the cobra to more food.

HOW DO YOU DO IT?

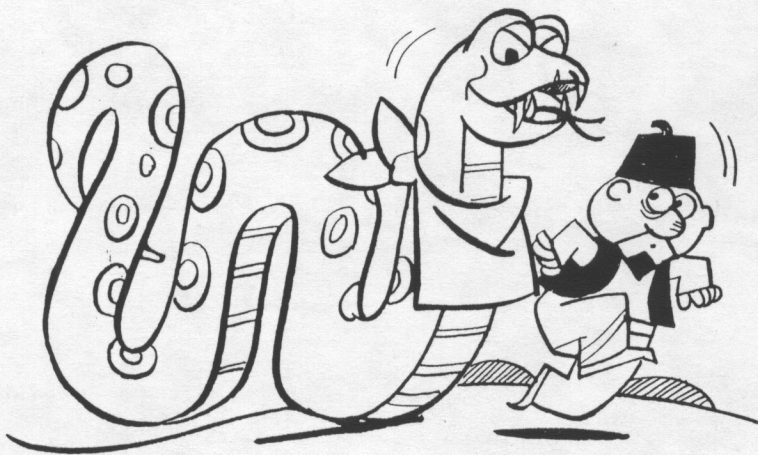
How long should the cobra grow before you try to lead it back to the safety of the basket? Growing longer means a greater bonus when you guide him back to the basket.

"But the longer he grows, the harder it becomes leading him around the barriers to the food," Sheba warns. "In the hardest pits it is dangerous to eat the food in the corners; it will disappear before the snake can get to it."

SUCCESS!!

At last, you've guided your cobra through all seven pits and you turn to Sheba to collect your prize. She cackles mirthfully.

"Well, he's all yours and good luck to you. You now own a carnivorous cobra who will grow successively faster, in spite of a diminishing food supply. Be off with you! And take that cold-blooded legless lizard with you! He's all yours in level 8, and level 9, and level 10..."



NOTE

Because of a special programming technique used, computers with certain memory sizes will stop if you accidentally press the BREAK key or the SYSTEM RESET key after you have initially run the program. If these keys are hit, try typing "RUN", press RETURN, and see if the program starts over. If it doesn't, turn the computer off and reload the program.

GUESS WHAT'S COMING TO DINNER?

Game Parameters

LEVEL	1	2	3	4	5	6	7	8 and up
ESCAPE BONUS (POINTS)	4	8	12	16	20	24	28	4X level
LENGTH GROWTH (UNITS)	2	4	6	8	10	12	14	2X level
FOOD BONUS* (POINTS)								
Length 5-49	2	4	6	8	10	12	14	2X level
Length 50-99	6	12	18	24	30	36	42	6X level
Length 100-149	10	20	30	40	50	60	70	10X level
Length 150-199	14	28	42	56	70	84	84	14X level
SPEED	.75MAX	.8MAX	.85MAX	.9MAX	MAX	MAX	MAX	MAX
FOOD DISPLAY TIME (UNITS)	100	90	80	70	60	50	40	40

Total Score Added for Eating Food
plus Basic amount for type of Food



2 points for ANTS



4 points for SPIDERS



6 points for FLIES



8 points for EGGS



10 points for LADYBUGS

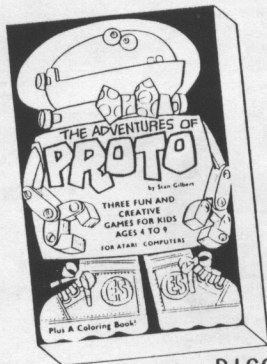


12 points for MAGIC FROG

Modify this Program?

Go ahead! Guess What's Coming to Dinner is unprotected. Feel free to make a backup copy thus preserving the original. If you wish, examine the program code to learn how it was written, or modify it to suit your own special needs.

ALSO FROM EDUCATIONAL SOFTWARE

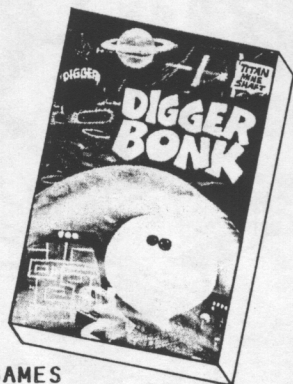


THE ADVENTURES OF PROTO

by Stan Gilbert. Here are three creative adventures to help the friendly robot/alien, Proto, learn about our planet. Includes MARS-MALLOWS, COLORING BOOK, PLAYTUNE as well as a storybook with pictures for coloring. 16K-Tape/32K-Disk.

DIGGERBONK

by Steve Robinson. An alien finds himself on the moon Titan where he must clear out a dangerous mineshaft. His faithful robot, Digger, ventures in to "bonk" the Purple Gurples and other deadly enemies contained in the continuously scrolling mineshaft maze that never repeats. 16K-Tape/32K-Disk.



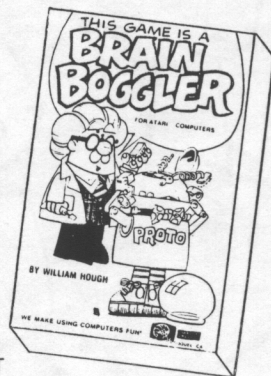
SPACE GAMES

by Randy Massey. Three exciting arcade-style games for one very affordable price. Includes ALIENS, an "Invaders" type game, SURVIVE, where you find yourself located in a very strange and dangerous universe, and ROBOT ATTACK, where you'll have to make your way through many rooms of aliens in an attempt to capture the cloaking device. 16K-Tape/32K-Disk.

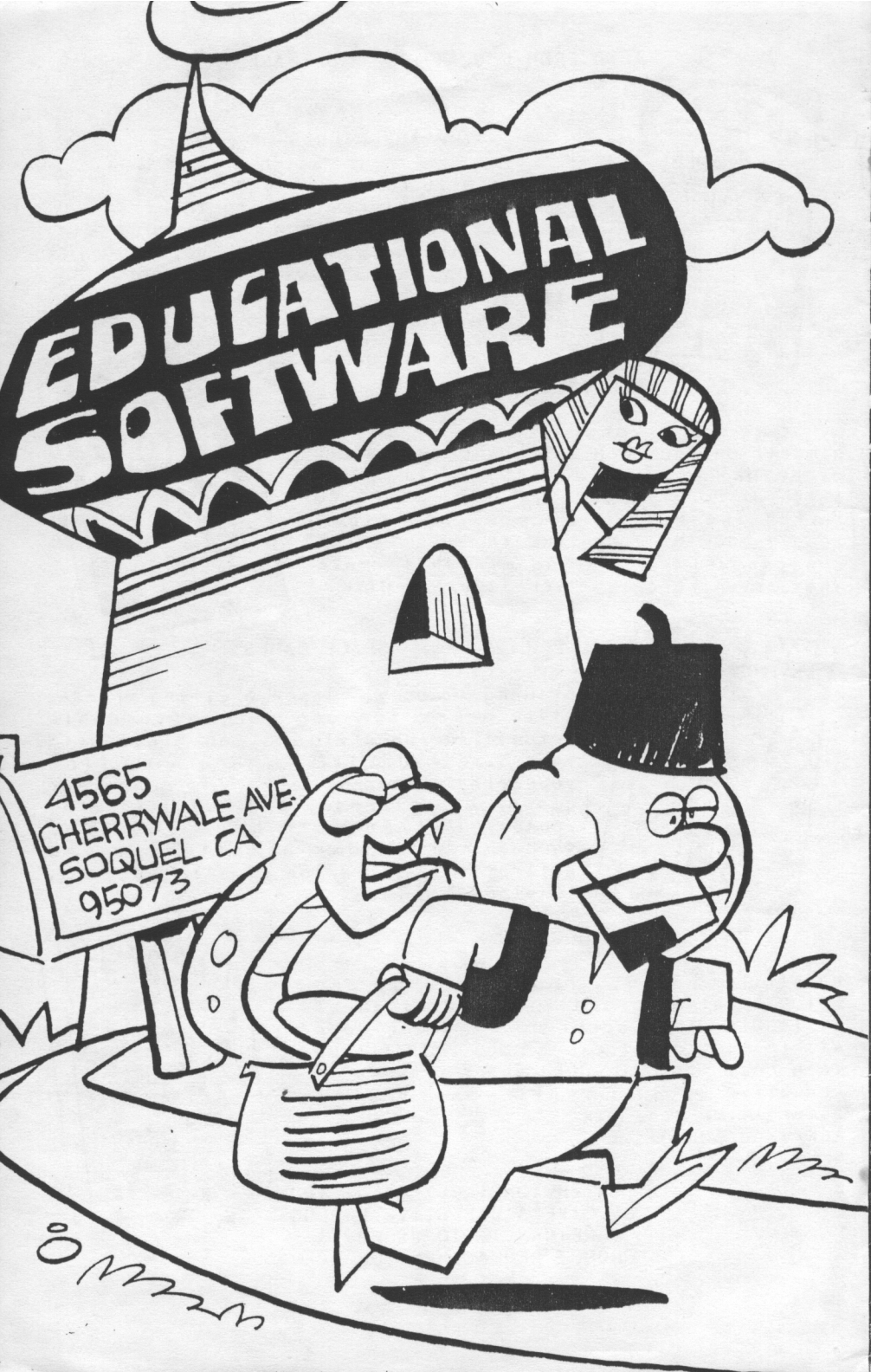


BRAIN BOGGLER

by William Hough. Music, sound, and color combine to add to the excitement of finding the secret code hidden deep within the computer's memory. This game is a real test of your powers of deductive logic. Will you find it before time runs out? 16K-Tape/32K-Disk.



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